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DO YOU SEE "WEB"?

* STOLEN *
in Spider Infested Corners.

FAC-SIMILE
OF
"WEB"

Last seen and heard of



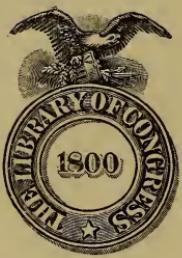
At Book and Variety Stores.

Not taken at Rogue's Gallery,
but from Genuine Spiders' Web.

REWARD!

General Amusement and Entertainment for
"WEB'S" CAPTURE AND ARREST.

Enquire at VARIETY BOOK & PUBLISHING STORE



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INSTRUCTIONS

HOW TO PLAY

“WEB”

AND Other Games,

BY

32865-X

GEO. A. RITZ.

15

INCLUDING

Spider's Feast, Spider's Points,

A Spider's Jury,

Ins and Outs, Odds and Ends

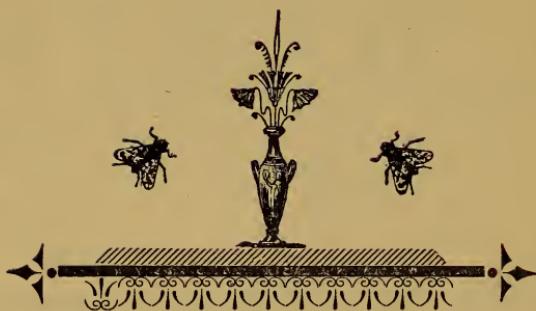
Suspending Thread,

Odds and Even, Web, &c.

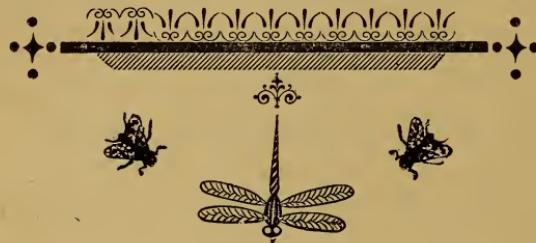
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ROCHESTER, N. Y.

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→ INTRODUCTION. ←

IN offering to the public this book, first issue of INSTRUCTIONS HOW TO PLAY "WEB" AND OTHER GAMES,—including on the same game board—Escape from the Web, Venture into and Escape from the Web, "Spider's Feast" on Web, Competition Spider's Feast, Spider's Feast Exit Flies, "A Spider's Jury" on Web, Grand Jury of the Spiders Judge and Council Competition, "Spider's Points" on Web, Competition Spider's Points, "Ins and Outs" on Web, "Partners' Own" or Ins and Outs, "Suspending Thread" on Web, "Odd and Even" on Web, "Odds and Ends" on Web, "Spider's Runs and Quarrels" on Web, "The Aroundabouts" on Web, &c., — together with game-board termed "WEB", fly and spider pieces and other appurtenances; author is thoroughly satisfied that he has formed a great combination of amusing material, one that will give abundance of real and choice entertainment. The source of many interesting, innocent social contests, hours of merriment and happiness for young and old, ample thought for development of mind, instruction and information, a fore-guide to future practical possibilities.

From the numerous games on "Web", Flies and Spiders, their disposition habits and movements thoughtful lessons may be pictured. The ups, downs, crooks, turns, twists, bents, snarls, roundabouts, deceits, vexations, disappointments, reverses, surprises and success, of everyday life may be realized. But nevertheless the games on Web are quiet and refined, teaching self control, patience, promptness, watchfulness, solid attainments, purity of character with eye for business, righteousness, and kind regard for the rights of others.

Would recommend to learn one-die "Web" game first, until more familiar with board, others then learn more readily. Confident that with little patience, the games fairly well learned, purchasers of "Web" and the honored amusement seeking public, will cheerfully bestow such commendation of merit as it may deserve. Hoping, it may prove itself full value as an entertainer, become standard in estimation as a good article, one of necessity and economy, for whiling away with content and enjoyment lonesome leisure hours.

Respectfully awaiting general acknowledgement and approval of its good qualities from an intelligible public, it is author's ambition and wish that everybody learn, play and have a "WEB" of his own.



~~~~~ PREFACE. ~~~~

The spindle or revolving card may be used instead of dice and box. Spin the spindle or revolving card! Where point of either stops, between lines on figure cards, you will find amount to be moved on the game-board. If point of spindle or revolving card stops on division line it is called a blank and may be repeated. Highest even figure number of card entitles to extra spin. Where privilege of one or black die in three dice game is given, use card from one to six or take turn not to exceed three at spinning until point stops within space from B to D. If unable to stop within B D space in three spins turn is lost. Use figure card from 1 to 6 in one, 1 to 12 in two and 1 to 18 in three dice. (Subject to dice instructions in each game.)

♦♦♦ GUIDE. ♦♦♦

The different terms applied to the following,
to be realized as what they represent.

(USED SINGLE AND PLURAL.)

Combination fly and spider pieces, fly, spider, plain spider, or little spider; are the four pieces of a color or sixteen in all, with fly on one side and spider on the other.

King spiders, king, juror, jury, king juror, big spider, grand juror; are the four pieces of a color or twelve in all having hole and eyelet in back.

Safe Islands, "throne" king spider's throne, throne figure, or throne; are, star circle entrance, circle with figure 10, circle with figure 20, and in certain games, figure 30. Not all are in every game played or used as such.

Home, or spider's home is the circle in centre of game board, marked HOME, and in which are figures 34 each with a star.

Swarms, are the four corners outside of the Web lines, of game-board.

Territory, is from star circle to figure 28 and from the blank space below figure 2 to figure 34 in home; a short and long column of figures both adjoining a corner or "swarm" with an entrance into home.

“WEB”.

Web are the radial and helical lines on the game-board.

The small spaces formed by the helical lines crossing former, have figures designating amount of move. Forward requiring four, to the right two. Two moves to the right equal to one move forward.

Playing out of Web, a move backward requires four, to the left two. Two moves to the left equal to one move backward, &c.

Privilege in each case, of moving either or both ways. (Subject however to instructions.)

Directions How to Play "Web."



SINGLE-HANDED, the game is arranged for four players; it can also be played by two or three; or, each playing but two flies, by five, six, seven or eight.

PARTNERSHIP games for four or eight players; two players to a side for former, and four to each side for the latter; or eight players with two players to a side.

SHORT AND QUICK games can be played, using one, two or three dice and agreeing on but three, two or one fly entries.

Accompanying each "**WEB**" there is one Dice Box containing Dice, sixteen *Flies and Spiders combined, and twelve King Spiders*. Place game squarely on a table or stand, select of a color three king spiders, four flies and spiders combined, and place flies facing, each color separate nearest to edge of the Web, into the corner to the left of sitting position designated "**Swarm**". After creating the swarms one throw is made by each player with the dice counting spots, the majority decides who is to start first. Each player has thereafter in rotation one shake of the box, unless thrown, in one-die game a six, in a two-dice game two sixes, in a three-dice game three sixes, which entitle to another shake, and as many more as the throw is repeated.

IN ONE-DIE GAME an Ace starts the first fly on the small circle with a star, to the left of the "swarm". Movements thereafter are either forward which counts four, or to the right which counts two, or both forward and to the right which counts six, or odd numbers three and five can be put to use in case there is not a fly on the star circle at the time, or if such, and it can be moved and another entered from "swarm" on star circle; but at all times the full number of spots shook must be disposed in order to count on the shake, without jumping over one of your own or competitors' flies. Jumping over being entirely prohibited in the game.

For instance after getting a fly started on the "Web" on small circle with star above mentioned, and players' turn again comes to shake the die, a two will advance to figure two; a following shake of three will advance fly on figure two to four and enter another fly on the circle with star; a following shake of four will advance one of the flies, either from star circle to four or fly on figure four to eight four points forward, or the one on figure four *two moves* of two points each to figure eight circling to the right, or advance the two flies each *one move* of two points to the right; a five will advance four either way and enter another fly; a six will advance four forward and two to the right or three moves circling to the right, or three separate moves of two points to each of three flies to the right.

Player has privilege of moving one, two or three (In two or three dice game four.) flies without jumping, on one shake when able to use full amount of it; subject however to other provisions in these instructions.

The Spider is earned or played on a competitors' fly or spider, by coming in contact, landing on the same figure, (dispossessing occupant) taking possession and turning up from under fly and announcing a "*Spider*" which sends rival's fly or spider to the swarm; this can be done on any figure on the "Web", from four to thirty inclusive, except (10) and (20) circles, which are *Safe Islands* to land on as you cannot be dispossessed of them by either Spider, King Spider or Fly. *Earning a spider* by sending opponent's fly or spider back to its "swarm" ends move of fly or spider through which accomplished, balance of shake must be made up on your other flies, spiders or king spiders.

In two-handed game, the *third, three-handed* the *fourth, four-handed* the *fifth*, spider announced, constitutes itself "**KING SPIDER**" and is to be replaced with a spider from the swarm, having an eyelet hole through him, which distinguishes him as a king spider; he is to have the freedom of all antagonists and cannot under any circumstances be sent back.

Moving is done according to number of spots shook; whichever way is most beneficial in sending others back to their "swarm" and yourself safe.

When players' "swarm" in single, or partners' in partnership game are vacant, flies (*required number, as per agreement of Entry four, three, two or one*) entered on or part in home of "Web", odd shakes are useless. 2, 4 or 6, 2 of 4, 2 or 4 of six, 2 or 4 of 5 and 2 of 3 spots shook, earns spider and sends opponent back to swarm; two or three opponents can be sent with one shake; on conditions otherwise specified.

Player's last entry into "Spiders' Home" when on 28 cannot be made by shaking six when thirty is occupied by opponent; the latter, if not a king spider is sent back to "swarm" by shaking two, and four is then required to enter home. Neither would a six be of more benefit than an extra shake, at star circle entry or anywhere on "Web", if next figure forward and two or four points to the right are occupied. Party first entering the number agreed upon previous to commencement of game, whether flies, spiders or king spiders or of each, wins the game.

Entry onto the "Web" is as flies, *an earned spider* sent back to swarm, can be re-entered as such and count in earning a king.

It is intended that opponents be sent back to their "swarm" at every opportunity, which is done by using two four or six, (Additional in two-dice eight, ten and twelve; in three-dice fourteen, sixteen and eighteen.) landing on the same figure occupied by one of opponents, of whom there are as many as playing, each having same number, *as entry agreed on*, either four, three, two or one, on or out of the "Web" at play.

Spiders once earned count and remain such, even if sent back to "swarm", until utilized in making King Spider. Fly sends spider or fly, spider sends fly or spider, king spider sends fly or spider. When the one you are sending with is already a spider or king, count by turning up another. Care should be exercised, so that when flies or spiders are sent they are not upset in putting in and out of swarm; when king spider is earned and made all previously earned spiders are to be turned down with flies at top. Counting begins anew, each player's four combination fly and spider pieces serve to tally.

IN TWO-DICE GAME when shaking for entry leave out white dice, this can however only be done when no king on Web is movable, and all flies or spiders not at spider's home are in swarm. *IN THREE-DICE GAME* same as in two, in addition privilege of one die, from 24 on to 34.

Eight single-handed can be played by placing flies same as in eight handed two partners to side, one player taking of a color two flies and the other two spiders, keeping count of *spiders* earned on slate or with pencil on card or paper. King spiders of color can be distinguished one choosing the brass eyelet at top the other the side with plain hole in back. Tally spiders as follows:

Name of player, _____ | one X two then — across.

ONE FLY ENTRY on three dice shake, a game rendering quick and amusing decisions of minor questions or wagers. Each player plays but one fly, second spider earned makes fly a king. Enter on star with even shake of spots; privilege of using one dice from 24 on. "Escape from Web" can also be played, separately or by joining with former.

A king spider cannot sent another king but can block him, or a common fly or spider; through assistance of another king spider or unassisted by blocking entrance of home or swarm after opponent has moved onto figure 28 near home or figure 2 near star circle; or combining with one player to block another when the one with whom you combine is on Safe Island (10) move on 8 ahead of ten on track below, when the one to be blocked is on 6, or by some other fly or spider chasing him into the blockade; where he can be held for such length of time as occupant of 8 or (10) is not compelled to move on a shake; Moving onto 12 when you can combine with fly or spider on (10) ahead on track below, and forcing another on to figure 8; Moving onto 22 when you can combine with a fly or spider on 20 ahead on track below when their is or by forcing fly or spider on 18; Moving onto 18 when you can combine with a fly on 20 and blockade on 14; two king spiders can form a blockade anywhere on Web, until shake compels a move Reserve king spider for blocking, spidering, or as a resort to fall back on in case a move of your other flies or spiders will place them into danger of being sent back. To avoid being sent back is not always beneficial in winning game.

Player will notice that "Web" is made up of even numbers, any move on it forward counting four (4) and any move circling to the right counting two, (2) odd number being used in entering fly. Therefor only difference with two or three dice is, shorter game, more territory accessible, consequently more chances to spider.

Should a player have had unusual luck at shaking dice, and lead by having entered one, two or three flies or spiders, other players can combine to entrap or sent him back to his swarm, preventing his last entry and continuing him in the game. As king spider cannot be sent keep in mind plain spiders or flies competitor has left and number of spiders it takes to earn another king and direct yours and other opposing players' efforts to head off his plain spider or fly.

Note the playing of your competitors; If playing sneak game, by moving one fly in particular, follow up a close rear with one, and watch opportunity to *spider*, dodging and playing safe from other rivals. Look territory over to the amount of your shake, ahead, above, back and below of each of your flies or spiders, then use to best of advantage, sending to the swarms as many as possible, playing safe those of your own, or in partnership game also those of your partners' flies or spiders in immediate danger.

KGP Game is played to see who comes out first, second and third best, or a series of games can be played, counting game or parts of such, or fractions of whatever number playing as follows :

NAMES,	4 HANDED.					8 HANDED.			
	A.	B.	C.	D.		E.	F.	G.	H.
I	$\frac{2}{3}$	$\frac{1}{3}$	o						
I	$\frac{7}{8}$	$\frac{3}{4}$	$\frac{5}{8}$	—		$\frac{1}{2}$	$\frac{3}{8}$	$\frac{1}{4}$	o

Either the one winning first a certain number of games previously agreed on, having the best record in a number of games, or by arranging a schedule of games. Single-handed or partnership games can be played.

TAKE NOTICE !

After being somewhat familiar with the game, it can also in single handed be placed in diamond shape if found more convenient.

A little judgment sometimes used, keeping in the rear, or when having a good lead taking advantage and advance, or keeping one on the star circle to follow up with, or giving chance to be returned to swarm, are oftentimes means of winning.

Players can previous to beginning of game if all agree and desire to do so, make first entry (or when there are no kings on Web and all flies or spiders are either at home or in swarm) on even shake of spots.

N. B.—Before commencement of game, when desired or preferred and all players agree.—Then, in two-handed the second, three-handed third, four-handed single and partners the fourth, and when player only plays two flies the second, spiders announced earn king and are replaced with eyelet king. Otherwise previous instructions are to be followed..

Only difference, one spider less to be made in earning kings, in any game.

PARTNERSHIP GAMES.

If no choice in selection of partners, four highest shakes of eight players are such ; in eight-handed two players to a side highest shakes in rotation ; and two highest four-handed.

After players are seated at each side of table or stand and partners have been decided on, place game-board in diamond shape or if small table arrange so that each corner or "swarm" faces a player or players.

IN EIGHT-HANDED TWO PLAYERS TO A SIDE place three green king spiders and two spiders and flies combined into a corner designated swarm, flies nearest to star circle ; place an equal number of the red into *swarm furthest off* then place remaining two of green into same swarm aside of two red spider and fly combined nearest the space below figure two ; and remaining two of red aside of two green fly and spider combined nearest space below figure two so that partners are directly opposite each other, one entering from the one swarm onto star circle the other from further off swarm onto space below figure two ; place remaining colors on other swarms in the same positions mentioned. Change sitting position if necessary, so that flies of a color are represented by partners.

IN EIGHT-HANDED FOUR PLAYERS TO A SIDE four flies to a swarm and two players each representing two flies, one entering his on the star circle to the left of swarm the other on blank space below figure two to the right, remaining two partners occupy *swarm furthest off* ; place *rivals' flies* in similar position in the other swarms and enter in same way.

IN FOUR-HANDED GAME partners occupy two corners furthest apart, also in eight-handed four partners to a side.

Move according to shake and figure. Last fly of *partners' side* when three dice are used has privilege of using one die from 24 on, and from 10 on in the game *ESCAPE FROM THE "WEB"*, also, of moving partner instead of sending him. One partner can sent another's fly or spider if other partners' agree, which is some times done to get a fly to follow up the rear.

Take interest alike one in the others' advancement earning spiders in the interest of side, avoiding when possible moving any of partner's flies or spiders into danger. Assist in playing *your sides' flies* and spiders safe generally. Partners can when their is an object in doing so, together constitute a king spider with required number of spiders.

Double entry can be made counting one for each entry, on either the star circle or space below figure two, or four for each exit on 34 with star.

ESCAPE FROM THE "WEB".

ANOTHER INTERESTING GAME WHICH CAN BE PLAYED BY
FOLLOWING THE ABOVE INSTRUCTIONS IN
ALL BUT THESE EXCEPTIONS.

In one-die game when starting from the *Spiders' Home circle*, it requires a four to start out on either of the places 34 with a star, and circling to the left instead of to the right as in the game of "Web". Forming blockades by land-

ing King Spider on 22 and combining with fly or spider on safe island 20 which blocks anything on or forced onto 24; landing on 18 with king and combining with fly or spider on 20 blocks anything on or forced onto 22; landing on 12 with king and combining with fly or spider on 10 blocks anything on or forced onto 14; landing on 8 with king and combining with fly or spider on 10 blocks anything on or forced onto 12; landing king onto star circle blocks anything on or forced onto 2. In earning spiders, opponents are sent back into the spiders' home instead of back to the swarm and from the star circle at the edge of Web to the swarm it takes one or an ace. The flies may make their escape to their swarms through any of opponents star circle entries.

In two or three dice game when shaking for exit from home, 34 with star, or exit from the web into swarm, instructions are subject to those in entering web or home.

Furthermore, Venture Into and Escape from the "Web"

Can be played by joining both games in one although making a very long game; in that case player or partners must have made *decided number of entries* into the spiders' home before they can start to make their escape back to swarm.

"SPIDERS' FEAST" ON WEB.



Place game-board in diamond shape, on table or stand. Claim near corner as your *swarm* and territory on "Web" including columns of figures facing or connecting with swarm. Column left from star circle to figure 28 and column right from small space below figure 2 to figure 34 with star in home circle.

Select your color and put four combination *Fly and Spider pieces* former in view into swarm. One of same color *King Spider pieces* with eyelet hole through it on each (10) and 20 Safe Islands, the other on figure 30 near home entrance. This being done by all players, one shake is had with the dice-box by each player, counting spots to decide who starts first regular shake. Each player has thereafter in rotation one shake of the box unless thrown in one-die game a six. in two-dice two sixes and three-dice three sixes, which entitle to another throw and as many more as repeated.

An even count of spots shook enters *first fly* on small circle with star, or any when none of your flies are movable; being either covered by a king, in home or swarm; even shake of spots must otherwise be fully disposed off in advancing flies, in order to count on the shake.

Odd shakes can be used same as in game of "Web", utilizing odd number or one for entering when star circle near swarm is not occupied, or, if so and it can be vacated and balance of shake can be made up advancing your other flies. Otherwise one of kings is forced to retreat either two, four or six points from his permanent quarters (10,) or (20) circle or from figure 30 at home circle entrance, according to amount of shake after adding one to even up the count of shake.

For instance a shake of one when unable to use for entering would force a king to retreat two points, unless when able to land on competitor's fly, spider or unseated king spider, in that case can advance two points; a shake of three could be used in the same ways adding one as free count and advancing or retreating four points; a shake of five can be made to count in same ways advancing or retreating; a seven, nine, eleven, thirteen, fifteen and seventeen can also be used in same manner, adding one as free count; balance over six points, can be applied advancing your other flies toward home.

When a fly can be reached and landed on, by any of competitor's kings from permanent quarters *King Spider Thrones* (10) and (20) safe islands and figure 34, by using two, four or six on odd shake, when unable to use said odd shake in entering and moving his flies, said fly is *levied on* and cannot advance further; if owner of fly can land his king on top of the two in the same manner he still has a claim on his fly. Judgment is had deciding who gets the fly, by getting the succeeding odd shake, successfully returning his king to his "throne" which carries the fly with it. If in favor of competitor, the fly is considered a captured prisoner, is taken out of the game remaining in possession of its captor and counts two after game is over. If the odd shake decides in favor of king of same color as fly, it is *acquitted* and can proceed from under its king from "throne" same as if it had not been interfered with. If another competitor or a second king, color of fly puts in claim as prescribed by landing on top of the others before the deciding odd shake is had by either, the one then, first getting the required shake to return to his "throne" has the fly.

A king from his "throne" landing on another king off from his holds him fast until required odd shake is obtained by either to return to "throne", the one first successful earns spider for the fly nearest to or in home by turning it up from under, which, when thus earned, turned up and entered in home counts one more, and if captured by an opponent before entering, one less.

One fly cannot jump or pass over same space occupied by another. Count of even, and balance of odd shake when able to use latter entering, can be used on one, devided on more or all flies or plain spiders. Entry can only be made into home when king is forced back. All moving should be done before next player's shake. Jumping not tolerated.

Odd shake forces a retreat of king, reduces from kings permanent figure of *thrones* (10,) (20) and 30, two four or six according to shake; retreat or advance when levying on flies, spiders or *detaining kings*.

COUNTING UP AT END OF GAME:

Entering a fly into home counts three; entering them as a spider counts four; capturing a fly two; capturing a spider one; possession of each of the thrones three.

PARTNERSHIP GAMES.

IN FOUR-HANDED place flies and kings same as in single-handed. Partners occupy territories and swarms furthest apart. Each player having charge of a swarm and territory.

IN EIGHT-HANDED TWO PLAYERS TO A SIDE, partners occupy a swarm together, each having two flies one entering on star circle the other on blank space below figure two. Both using either of kings at convenience, according to shake, in protecting, assisting or playing in the interest of side generally. Partners shake in succession.

IN EIGHT-HANDED FOUR PLAYERS TO A SIDE, partners occupy two territories and swarms furthest apart. Two players represent each swarm one entering his on star circle the other on space below figure two. Both using kings belonging within their territory and to swarm, as in *eight-handed two partners to a side*. Partners in a swarm shake successivly in rotation.

Competition Spider's Feast.

If no choice in selection of partners, one shake is made by each of players which is termed "position shake"; highest shakes in rotation are partners. Highest shakes of each of partners' sides in eight handed have charge and occu-

py the sides territory and swarm and have two flies same color as king, in swarm near star circle entrance and a king on each (10) and (20) circles. Highest amount shook by all of above players also has first regular shake.

IN EIGHT-HANDED TWO PLAYERS TO A SIDE, partners own territory and swarm together; (word "SWARM" and figures of territory same color as flies and kings) and must at end of game after all flies are disposed off, have or at following last shake get their kings on the three "thrones" 10, 20 and 30 within their territory. Although at beginning of and during the game partners' king is and reigns on rival's territory, on throne figure 30 near home, as if within his own established territory, and has his two flies also in furthest off rival's swarm, near small space below figure 2, entering them thereon in same manner as partner or opponents do on star circle.

IN EIGHT-HANDED FOUR PLAYERS TO A SIDE, the four players shaking greatest number of spots are partners, enter on star circles and have two flies to the left near star circle in each swarm. Remaining four are likewise partners, enter on small space below figure 2 and have two flies each to the right of swarms.

The two shaking the greatest number of spots have charge of 1st sides' territories, with same color kings as figures in territory on 10 and 20 circles and same color flies near star circle in swarm, where star and word "SWARM" is of same color. Two next highest shakes or balance of 1st sides' players each have a king in rival's territory on thrones 30 and two flies each to the right in *their* swarm.

Two highest shakes of *the other side's* players have charge of territories of same color figures within territory as kings on 10 and 20 circles, flies to the left in swarm and with word "SWARM" of same color; although entering on blank space below figure 2. Two lowest shakes or balance of 2d sides players each have a king in rival's territory on thrones 30 and two flies to the right in each of their swarms, entering on space below figure 2.

Play your own flies, spiders or king spiders, but when you can be of assistance, protect or be of benefit to *the side*, you can include some of your partners, not compelled however, nor should the amount exceed six points; can be done only when able to move at least one of your flies or kings on even shake. Take interest alike in both your own and partners' advancement.

SPIDER'S FEAST.—EXIT FLIES.

Instructions same as above only reverse. Place kings on figures 30 onto star circles and instead of using one for exit entry use four and it takes 1 from star circle into swarm.

The New Game.—"Spider's Feast" on Web.



It represents the spider's life,
Somewhat pictures human strife;
Latters' various stages in life,
Misery, vice, worry, surprise,
Pleasure, fun, amusement, delight,
Through "monopoly of the dice".
"Web's" ensnarling tracks,
clinching vise,
The spiders' grip on captured fly.

Some Web and weave, yes very fine,
You do not see the glutting outline.
They tempt in offer, false promise,
Deceive in aim, 'wicked ways; make
You or *yours* the object "their game".
Perseverance, active toil, struggle,
When successful then comes the
"spider king"
Drains life's blood, "to help you out".

What an intriguing Web is weaved,
Blindfold favors, "make beliefs"
The forethought object, to deceive;
Spider's feeling for timid flies,
Offering protection, legal advice.
Shelter of a home willing to devide
If they will only step inside, and
Abide by law "*his* selfish nature
provides".

Silver threads of spiders' Web,
Outlines for a home are spread.
Entangling lines on mischief bent
Circling round from end to end,
Fastning firm, each enclosing turn,
Until within a diminutive space
There is a free for all elegant place,
Which abounds with joy
"spiders' grace".

With plenty room for flies to rent,
A beautiful home for mere consent
To enter in without expense,
On invites by the various kinds
Of sympathizing, devouring sharks,
Who from clients 'taken last spark;
Life-drops of finance, robbed their
Hearts' energy and ambition,
"sweet chining larks."

Inhuman monsters, heartless set, that
'll rob mans' family needed bread,
Put on airs through breach of trust,
And boast of sufferer, he *must* bust.
Like the spiders, through their Web
Ensnarlingly accom'de on condit'n;
Result, your admission, 'provision
That your the object for the
"Spiders' Feast".

"A SPIDER'S JURY" ON WEB.



Game can be played *two* and *four* handed *single*. *Four-handed partners*, *eight-handed four partners* and *eight-handed two partners to a side*.

IN TWO HANDED players occupy swarms and territory furthest apart, in four handed each player occupies a swarm and territory, (Eight handed see instructions following later.) Use one two or three dice.

Place game-board, select your color, territory and swarm as in the game "SPIDER'S FEAST". Set cover of dice box in center of home which forms the prison. A King Spider (with eyelet) on each the (10) and (20) "thrones" the other on star circle to the left of "swarm". Put two of the flies facing on figure 34 in home one on top of the other, the other two on figure 30 near home, with top one of latter two facing as a spider; all to be within your territory. Then each player has one shake of the box counting spots to decide who has first regular shake. Each player thereafter has in rotation one shake of the box, unless he throws in one-die game a six, in two-dice two sixes and three-dice three sixes which entitle to another throw or as many as repeated, provided full amount of spots shook can be disposed returning or advancing to "thrones" within your territory otherwise such extra shakes are useless, and of no account. Odd number shook and adding one retreats, circling left or reducing from throne figure; even number shook advances the amount, circling to the right or moving forward.

Full amount of even shake must be advanced, and all of odd adding one retreated; it can however be devided between "jury kings" and "deputy". King juror cannot move after finding an endictment against others or when landed on, fly of its color thereby standing endicted, until verdict is rendered and judgment satisfied.

The twelve kings are the Jury. The four facing plain Spiders the Deputies, the Flies under them the prisoners before the Grand Jury of Spiders. The balance of flies are held for examination. VERDICT OF SPIDERS' JURY, *death to fly, imprisonment or acquittal*. Players act as Judges and Council.

Moving is done solely with jurors and deputy. Flies remain intact. When verdict is rendered on an endicted fly judge or council will assist deputy to escort

it to its destination and see that deputy is returned with another prisoner in charge, as prescribed.

Landing grand juror on top of another, finds an *endictment* against latter's fly under "Deputy" and it is on trial. Whichever of the two gets required shake to return to their throne first wins ; if in favor of juror landed on, its fly is *exquitted* and placed by its "deputy" through assistance of its council (by order of judge) into his fly swarm, given its freedom is out of the game, but counts two at end of session ; which is when the eight held for examination and four prisoners are tried. NUMEROUS SESSIONS OF COURT may be had.

If the grand juror (*considered Foreman*) finding the endictment against the other, (latters' fly in charge of a deputy thereby standing endicted) succeeds in getting required shake to return to his throne first, carrying other juror with it and holding him until he gets possession of prisoner fly from player, through deputy in charge who then returns to his throne 30 with another fly under him of his color from figure 34 ; carried juror can then also return to the figure wherefrom verdict was rendered, which is ; *death to the fly or flies*. They are disposed off, are out of game, remain in hand of successful (*player*) council or judge, and count two points each at end of session.

If a third grand juror should land on top of the two, or more, before either had succeeded in getting required shake to return to their "throne" flies of both, or more, would stand endicted and number of verdicts would depend according to location of juror in favor of the one getting the successful shake.

Deputies have same privilege of retreating from and advancing to figure 30 (carrying *prisoner fly* with them) as other kings, but when caught napping off 30, fly can be endicted by any king juror; tried and verdict of spiders' grand jury rendered. Or, an endictment found through assistance of any deputy in same manner and if latter gets succeeding required shake to return first, endicted fly is ordered to prison through deputy's council.

If the one against whom endictment was found returns first, it gains its freedom as regards that endictment but is still before the jury in charge of deputy and a second endictment may be found. If a fly is confined in prison, and the endicted gets the first required shake necessary to return, the confined prisoner can again come before the grand jury of spiders, deputy will escort it onto figure 34. All flies confined in prison at end of game count nothing, Jurors dispossessed of their "thrones" are *fined two* deputy *one* point. When all three flies have had their trial and been disposed off, session or game (*as case may be*) is at end.

PARTNERSHIP GAMES.

If no choice in selection of partners, one shake is had which is termed "position shake". Four highest throws of eight players are partners ; in eight-handed two players to a side highest two shakes in rotation ; and two highest of four-handed. Highest shake of all has first regular shake.

Play your own jurors or juror and deputy, but when you can be of assistance, protect, or of benefit to the side, you can include some of your partners, not compelled however; can be done only when able to move at least one of your jurors or deputy, retreating backward or advancing forward according to shake.

IN FOUR-HANDED, place jurors and deputies same as in four-handed single. partners occupy territories directly across game-board in shape of X, each player has charge of a territory.

IN EIGHT-HANDED TWO PLAYERS TO A SIDE, partners occupy a territory together Highest shake of *each side* have charge of kings on star circle and on figure 10. Other players have charge of king on 20 and deputy with prisoner on 30 in same territory each with his partner. Partners shake in succession.

IN EIGHT-HANDED FOUR PLAYERS TO A SIDE, partners occupy the two territories directly across game-board in shape of an X. Highest shakes of *each side* have charge of jurors on star circles, and on figures 10. Other players each have charge of juror on figure 20 and deputy with prisoner on 30 in same territory each with partner of color. Two players of sidecshake successively in rotation.

GRAND JURY & SPIDERS.—Judge & Council Competition.

If no choice in selection of partners, position-shake decides ; highest shakes in rotation are such. Highest of each of *partners' side* have charge and occupy *sides' territory* and have juror same color as figures within territory on each star circle and on figure 10. Highest amount of individual position-shake has first regular shake ; if more than one they shake off tie.

IN EIGHT-HANDED TWO PLAYERS TO A SIDE, partners own territory and swarm together, with same color figures, word "SWARM", flies and grand jurors ; and are supposed after their three flies have had their trial, been disposed off, to have or get their three jurors on "thrones" star circle, 10, 20, and get deputy on figure 34 in home as prison guard within their *own* stated territory. Although at beginning of and during game partner has a grand juror on 20, the deputy with prisoner fly under on 30, two flies held for examination on 34, in antagonist's territory directly across, (swarms furthest apart) move and reign from former figure 30 with deputy and his prisoner as if within his own established territory.

~~P. N.~~—Before commencement when preferred, can instead of using antagonists' territory directly across use the adjacent one in similar way.

Other player or partner of side has charge of established territory and swarm and has grand juror on each the star circle and figure 10.

IN EIGHT-HANDED FOUR PLAYERS TO A SIDE, the two highest on position shake of *each side*, occupy and have charge of territories directly across game board forming an X, have a juror on each star circle and figure 10 within their territory. The other two players are in adjacent antagonists' territories, one to the left the other to the right and occupy each a figure 20 with juror, 30 with deputy and prisoner under him, two flies held for examination on figure 34 ; former, deputy with prisoner, moving from, to and reigning on figure 30 in antagonist's territory, as if it were their *own* until all flies are disposed off.

P. N.—Before commencement of game when preferred, can instead of using adjacent antagonists' territory use the one directly across in similar way.

Two highest on position shake of *the other side* have charge of the other two territories shaping an X, other two players of side occupy similar position in antagonists' territory.

"SPIDER'S POINTS" ON WEB.

Game can be played two, four or eight-handed single. Four-handed partners, eight-handed four players and eight-handed two players to a side.

Place game-board in diamond shape on table or stand, select a territory on the Web two columns of figures facing swarm; column left from the star circle to figure 28, column right from small space below figure 2 to 34. Place four plain spiders same color as figures in territory, one on each 10, 20, 30 and on star circle which are called the "thrones". One throw is had by each player to decide who has first regular shake.

In two-handed each player occupies two territories, together shaping an X. In four-handed each a territory. In eight-handed one player occupies star circle and figure 10, the other figure 10 and 20, former with two plain spiders latter with eyelet hole spiders, all same color as figures of territory; other players' positions in remaining three territories are to be likewise.

In one-die game five or ten points is a game, in two-dice ten points, in three-dice ten or fifteen.

An even shake of spots compels advancing the amount, on one or more of your spiders, forward, forward and circling to the right, circling all of shake to right or circling to right and then reducing four; according to amount of shake whichever way is most safe and beneficial assisting to gain or earn points.

An odd shake compels to retreat the amount on one or more of your spiders, reducing, reducing and circling to the left, circling all of shake to the left or circling to left and then reducing four, according to amount of shake after adding one to even up, whichever way seems safe or is most beneficial in earning points.

EARNING POINTS.—When player's spider is landed on by another he is held and cannot proceed further; if he succeeds in getting the shake to successfully return to his throne first, spider has his freedom. If antagonist gets required shake to return to his throne first he gains a point, or in returning he can land on another or more betweenway, he makes as many additional points as he lands on antagonist spiders, in making return. If a third or fourth should land on top of others' before a successful return shake is had by either, the number of points would depend, on number of spiders under or held by successful one. The spiders held on whom points were earned can after count is made and allowed, return to their throne.

Points cease being made or allowed after required number is earned, although antagonists' can be earning points on former as long as he has not announced points of game, playing perhaps, to get spiders on thrones.

A fine of one point off is imposed on every spider dispossessed of his throne at end of game.

PARTNERSHIP GAMES.

IN FOUR-HANDED partners have territories in shape an X, each with flies same color as figures on his territory.

IN EIGHT-HANDED TWO PLAYERS TO A SIDE, partners occupy territory together one with plain spiders on star circle and figure 10 the other with spiders having eyelet hole one on each figures 20 and 30. They shake successively

IN EIGHT-HANDED FOUR PLAYERS TO A SIDE, partners occupy territories in shape of an X, two players in each territory, one moving

with plain spiders on star circle and figure 10 the other with spiders having eyelet hole, on figures 20 and 30, with same color of spiders as figures in territory. Partners in a territory shake successively.

Competition Spider's Points.

IN EIGHT-HANDED FOUR PLAYERS TO A SIDE, one player has charge of plain spiders on star circle and figure 10, in territory with same color of figures, other player of side has charge of the two spiders with eyelet, in territory directly across on figures 20 and 30. Other sides occupy similar positions.

IN EIGHT-HANDED FOUR PARTNERS TO A SIDE, two players of a side each have charge of a territory directly opposite each other, and plain spiders on star circle and figure 10, other two players of side occupy figures 20 and 30 in adjacent territories to the right of each partner or established territory.

 Partners will move when possible with view of having another or one of partners' within reach, in case first spider is landed on or held. Take interest alike for the benefit of the side generally. When opportunity to hold or land on rival's spider occasions with one of your partners, do so by all means; you must however be able to move one of your own at least one move.

"INS AND OUTS" ON WEB.



Interesting *two and four single-handed games*.

Game-board is placed in diamond shape on table or stand, position shake is had deciding which has *in* or *out* position of kings, also who has first regular shake. For a move forward or backward it takes four, a move to the right or left two.

IN TWO-HANDED player has kings and flies of same color as figures on territory, a king on star circle and one on each 10 and 20 figures all called thrones. Two plain combination pieces, spiders facing on star one on top of other near figure 34 in home adjoining territory, other two as flies in swarm adjoining same territory; former two, make exit from the Web into swarm as small spiders, and exit-entry (when no fly or little spider is movable) onto figure 30 on even shake of spots, otherwise it takes four; latter two flies enter on star circle on same conditions, otherwise on the one of an odd shake or an ace. Either or both move on even shake but are restrained from entering any territory but their own, unless it is to return when carried away by a rival's king.

Rival-player has a king on each 10, 20 and 30 thrones, flies and little spiders in same position as the other player's, and occupies territory directly across, together shaping an X. Instructions subject to above.

Kings have privilege of moving either way, two, four and not to exceed six points on one king, of the amount, adding one to even *odd shake*. Any of antagonists flies landed on and brought into your own territory before former's king can hold, detain or return his fly, counts an OUT for you, when after it leaves your territory and you can again return it with one of your kings before it gets back to its own territory, it is OUTS to stay; is taken off the board by you and counts one in your favor at end of game.

King can attack another king landing on top of him, only when latter, the attacked has under him former's fly or little spider. In that case the attacked can follow up with a king or kings and endeavor to return the fly or little spider into its own territory the destiny of fly or little spider depending on odd shakes of the two combatants, whether it remains and advances, is set back,

or goes out of the game entirely. Otherwise kings only block, force to retreat, advance or are played whichever way they can protect or be of most benefit to their attacked fly or little spider, or all, or with a view of attacking rival's flies and little spiders, bringing them into their own territory working OUTS on them or putting to all inconvenience possible, forcing back or advancing contrary to their wishes, in order to accomplish the object in view, that of being first to make the successful entries of little spiders into fly -swarm and flies into spiders home; and claiming many as possible of opponents.

OUTS or possession of opponent's flies or little spiders at end of game count one point each. ENTRY into fly-swarm with little spiders or of flies into spiders-home counts two points each. A fine of one point is imposed on each King off from stated thrones at end of game.

After little spiders and flies have been entered or otherwise disposed off, and some of your kings are unseated, you can only advance on even shake and retreat on odd adding one, unless you attack a fly or little spider of a rival's who has worked OUTS on yours, in which case during attack or while little spider or fly is in your power you can move either way.

IF When fly or little spider has been attacked any of your kings has privilege of jumping on top of intruder on odd shake, endeavor to return the attacked, attack and return part of the way, moving to the amount of your shake carrying intruding rival's king with yours; if you succeed returning the captured fly or or little spider with intruder's king into your territory, you thereby defeat his object and gain an IN and force him to retreat to his own territory, wherfrom he may repeat his attacks. After a second intrusion and return to your own territory of the intruding king, in same manner as just prescribed above, you gain INS and can if opponent has one of your little spiders or flies in possession, have it returned to you, or compel him to deliver to you one of his own. Or your king can jump over and block so as to force the intruding king with fly or little spider, to retreat or advance whichever way the attacked belonging to you is bound.

Ins cannot be gained when rival's intruding king does not molest your flies or little spiders.

In two and three-dice on odd shake of spots, the amount of black dice tells amount to be moved by the kings, balance is to be used moving flies or little spiders. Using even of black and adding one to white or adding one to odd of black and the even to white on odd shakes.

IN FOUR-HANDED same as in two-handed with exception that when making an attack in either of adjacent territories with the object in view of working OUTS, the distance of eight points must be made from column of the attacking king's throne in his own territory, attacking first, then on succeeding odd shake go beyond either in adjacent or furtheroff territory, in order to balance off the required eight points and start to return; in all both ways, sixteen points from throne column. No more than two points each way can be counted within your own territory. Each player has charge of a territory with three kings, two little-spiders and two flies placed in similar positions as in two-handed.

PARTNERSHIP GAMES.

Four-handed, eight-handed two players to a side, and eight-handed four players to a side. Partners occupy territories in shape of an X, except in eight-handed two players to a side.

IN FOUR-HANDED, each player has charge of a territory with same color figures as flies and king spiders; one player has king on each 10, 20 and 30 "thrones" two flies in swarm and two little-spiders one on top of other on star in

"SUSPENDING THREAD" ON WEB.



IN TWO AND FOUR-HANDED. — Formers' territories together shape an X. In latter, each occupies a territory and adjoining swarm.

Place game-board on table or stand in diamond-shape, bearing in mind your territory which is same as in games "Spiders' Feast". Place four flies facing in swarm and three king spider pieces one on top of others in center of home near star. Both swarm and home adjoin territory. Enter combination pieces as flies same as in Web games, moving on even shake only, unless able to enter a fly with odd and balance up shake moving your other flies or plain spiders. A move forward or nearer home, requires four a move circling to the right two. When able to land on top of opponents' flies or little spiders, latter is sent back to swarm and former earns spider. When the number of spiders are made that are required in Web game to earn a king, you then have privilege (or in partnership jointly) of moving one or more flies or spiders, four points for each spider earned; they are again turned down and earning spiders begins anew.

One, two or three dice may be used.

Kings at home can be run onto the Web and off into home; enjoy privilege moving either way in order to protect, assist, advance, play safe, earn spiders for flies of color or side, on odd shake of spots adding one; also, all of even at pleasure, when unable to use full amount otherwise. Full amount must in either case be disposed moving, to count on shake.

King can jump on fly of its color, thereby protect it from being sent to swarm, assist by moving along with it counting double for the two pieces from amount of shake, adding one to the odd. Earn spiders by sending opponents' little spiders or flies to their swarm. Two kings may block a third, a fly or spider for such time not compelled to move. Kings may permanently occupy their own *thrones* 10, 20 and star circle; move backward and forward therefrom. Earning spider ends move of piece through which accomplished. Full amount of spots adding one to odd shake must be used to be valid; it may however be used on more than one king. A king, little spider or fly are safe from harm on *thrones* within their own, also opponents' territories; with exception, from latters' *Suspended-Spider-Kings* when not within own territory.

SUSPENDED-KING can only be announced and start from home. To distinguish as such break an ordinary match and put part in the eyelet-hole of the king piece. Fly or little spider captured and brought home by Suspended-king is out of play entirely; this is also the case with king, or both fly and king when together brought home. Suspending-king is such only, until he returns home after leaving it, or is shaken off from thread by being blocked, forced beyond any "throne or safe Island" including figure 30.

When your king is announced on *suspending thread*, he is thereafter considered and known as a Suspended-king, is on the alert, can capture fly, spider or attack a king jump on attach to thread (match) and if able to get home with its prey by getting required throws first, captured king is an eaten unwelcome male spider; counting two points off for side it represented and two in favor of side it falls victim. A fly or little spider counts one point off to the looser and one in favor of the winner. Looser being minus the piece of one or two points or of both.

Suspending-king after starting from home exit-entrance after prey, *must return same way* without being blocked, forced to give up prey, deprived of thread, held by king, caught and brought home by an opposing Suspended-king. Suspended-king may also be blocked out from entering home by another player

suspending a king and starting off in former's territory on figure 34 ; attacking Suspended-king with prey can thus be held, deprived of prey and "thread" (match) though not captured as figure 30 is a throne for Suspended-kings. Kings must be either at home or on "thrones" star circle, figures 10, and 20, (including 30 for Suspended-kings) in order to have them count two points each on final count at end of game. A fine of one point is imposed on dispossessed kings.

PARTNERSHIP GAMES.

Four-handed, eight-handed two partners, and eight-handed four partners to a side.

IN FOUR-HANDED partners occupy swarms and territories, same as two-handed single.

IN EIGHT-HANDED TWO PARTNERS TO SIDE, partners to a territory one having particular charge of kings the other of the flies; though playing all in the interest of side.

IN EIGHT-HANDED FOUR PARTNERS TO SIDE, same as in eight two to side. Partners occupy territories in shape an -X with two players to each territory one having particular charge of kings other of flies in each.

NOTE Keep watch of both kings and flies as in single-handed. Players can when their sides' partners agree, in order to end or make safe, deprive partners' Suspended-king of thread or capture with S. king which will count two points the same as if left on a throne or in home at end of game.

"ODD AND EVEN" ON WEB.

Games can be played *two, four and eight-handed single.*

Four-handed partners, eight-handed four players, and eight-handed two players to a side.

Place game-board and spider pieces of color in same positions in territory as in games "Spiders Points", also decide *first* regular shake in same way.

In two or four-handed single, eight-handed four players to side and four-handed partners, the inner two pieces on figures 20 and 30 nearer home should face as spiders while the outer two on star circle and figure 10 as flies within a territory, in order to be able to distinguish which are to be entered in home and which into swarm. Two combination and two eyelid-hole king spider pieces may also be used instead, as in eight-handed two players to a side or eight-handed single.

The object of the game is to see who *first or in rotation* succeeds in advancing from figure and moves the pieces on 20 and 30 into home on *even*, and retreats pieces on 10 and star circle, reducing from figure and star, moving into swarm on odd shakes adding one. One or the other or both must however when able to do so be moved according to shake *odd or even* until object in view is accomplished.

When unable to use the throw or part of it, advancing on *even* shake those on figures 20 and 30 toward or in home, must then advance pieces on star circle and figure 10, in part or whole amount of shake as the case may be. When unable to use the throw or part of it retreating into swarm, by reducing from figure 10 and star circle on *odd* shake, must then retreat by reducing from figures

home adjoining same territory; other player has king on 10, 20 and star circle-throne, flies and little spiders same as partners.

Antagonist's position of flies, little spiders and king-spiders is similar in other two territories.

IN EIGHT-HANDED FOUR PLAYERS TO A SIDE, same position of flies, little spiders and kings as in four-handed, two of sides' players have charge of two little spiders on star in home, each in his territory; other two players have charge of flies in swarm adjoining each territory. Both players in each territory move and play kings on odd shakes to the best advantage for the side.

Antagonists have similar positions, in other two territories.

IN EIGHT-HANDED TWO PLAYERS TO A SIDE, partners occupy a territory together and move as in four-handed single, one player having the little spiders in charge, the other the two flies, both move kings on odd shake to advantage for the side, and shake in rotation.

ALL PARTNERSHIP GAMES CAN ALSO BE PLAYED AS FOLLOWS :

With same positions of flies, little spiders and king spiders.

One of players in territory moving the flies and little spiders on even shake, odd shake being useless. Other player of territory moving kings on odd shake adding one, even shake being useless to him.

"PARTNERS OWN" on Web or Ins ~~and~~ Outs.

SUBJECT TO LATTER INSTRUCTIONS.

Making an entirely different game. Played four-handed and eight-handed.

IN FOUR-HANDED, place game-board squarely on table or stand; partners claim and have charge of adjacent territories, have flies, little spiders and kings all of same color as figures on territory. To the left in territories on *both sides*, kings are on star circle, figure 10 and 20 thrones; two little spiders on star in home and two flies in swarm; or four little-spiders in home on star. To the right of game-board in territories of *both sides*, kings are on figures 30 near home, 20 and 10 thrones with two little spiders in home on star and two flies in swarm; or four flies in swarms.

IN EIGHT-HANDED FOUR PLAYERS TO A SIDE, similar position of kings, also of flies and little spiders; two in home and two in swarm, each player of side having charge of and moving two, and any or all of kings at convenience on odd shake. Subject to instructions of "Ins and outs".

P. N.—Can also be played, one player of a territory playing and moving the flies and little spiders, the other the king spiders.

Play and act as a unit with partners in the interest of side, one protecting another's flies or little spiders, combine to entrap or get *OUTS* on rival's flies or little spiders, move or assist to avoid danger, Etc.

~~NOT~~ Bear in mind that a king can land on his own fly or little spider and bar opponents from making attack.

20 and 30 part or whole amount of shake as the case may be. Exit and entry on star circle takes four same as entry from or into home.

Disadvantageous, or forced off entries are re-entered in same way and played until entered in their place of destination, set forth.

☞ One spider piece landing on top of an opponent's anywhere with exception star circle, figures 10, 20 and 30 gives latter a disadvantageous *set-back* of one move, of either two or four points.

“ODDS AND ENDS” ON WEB.



Position of game board, and combination pieces in swarm is same as in “Web”. Enter them on blank space below figure two when star circle is occupied by any king. Instead of earning spider, the attacked is forced back the amount it requires using to land upon. From blank space to figure two it only requires amount of figure. With above exceptions; move, enter and play pieces with same object in view as in “Web” game.

Only two king pieces are used within a territory; one having charge and head-quarters on star circle adjoining swarm, the other on figure 30 adjoining home.

King of star circle, or of figure 30, on odd shake or numbers adding one, must use the amounts within the two circuits.

Star circle king must start by moving four forward, then retreat to the star circle in adjacent territory, again advance therefrom four forward, and retreat to another star circle, &c., until the circuit has been made around the board and the king is again on star circle in his own territory. Figure 30 king starts by retreating to figure 26 into adjacent territory, then advances to 30 therein, again retreating to another territory onto figure 26, again advance four, &c., until circuit has been made around the home and king is again on figure 30 in his territory. Retreating can be done with one or two moves in either one or both circuits. Moving in all, the amount of shake or numbers, adding one. Any fly attacked within the circuit is carried around with the king, and if safely brought home its career is ended; and at final count it is a point in favor of capturer. If another king should land on top of king with prey it is then a question who will capture; getting required “odds” to bring captive onto his star circle, or figure 30, in whichever circuit it may be. A king can likewise rescue its own attacked fly, or assist it onward on the Web or Home within reach of circuits, as much as possible.

Moving can as desired, be done in part on each circuit or the whole on one, or either; when able to use odd shake adding one must do so.

Distance from star circle to another, or from figure 30 to 30 is eight. Move in whichever circuit you may think most benefit to make or prevent loss of your game; all necessary, is that full amount of odd adding one to even up be used in order to use at all.

After all of a players' flies are entered in home, captured or disposed, kings must be moved onto *thrones*.

Enter in home counts two, capture of a fly one, dispossessed king is fined one point.

☞ Partnership games may also be played; sides' players moving all of the pieces and both kings on circuits, or either king to a player of territory and side on inner or out circuit. Partners and opponents take turns alternately.

"Spider's Runs and Quarrels" on Web.



May be played two, four and eight-handed single; four and eight-handed partners and eight players two to a side.

IN TWO AND FOUR-HANDED, each player has the thrones of a territory in charge.

IN EIGHT-HANDED, a player has charge of star circle and figure 20, another in same territory, of figure 30 and 10; likewise in the other territories. In this game use plain combination pieces and keep kings off from game-board, where they may be brought into your swarm or home on fifty points. Move both your pieces throughout this game.

Have game-board placed with two columns of territory facing you, and king spider on each the star circle and figure 30 two combination pieces on each 10 and 20 thrones, (considered clients) which remain exposed to attacks of opponents kings, until called off from throne by its own king on fifty or more points, is placed into its swarm or home, and calls for that amount at final count. Each combination piece brought home, therefor is rated fifty points to its king, and if left on throne at end of game nothing.

Use spindle or revolving card and card with figures 10, 20, 30, 8, 16, 18 and 24. on it. Moving solely with king, even amount from star circle odd from throne 30. The amount designated by spindle or revolving card will land king on an opponent's throne, if occupied by his king you count the amount of spin, if unoccupied you discount the amount, if such or part to your credit, or not already used in bringing home your client on fifty points. The number of points to a run and quarrel may be previously agreed, otherwise with one combination piece it is 150, with two 200, with three 250, with four 300 points; which may also be considered a game. Or five such runs and quarrels make a game. A move to the right or left takes two, forward or backward four, exact amount must be used to reach a throne.

When all combination or other pieces, or substitutes have been withdrawn and fifty points for each therefor earned, kings become quarrelsome and after attacking opponents, instead of returning to throne on succeeding spins, may play with his own, opponent from his throne, carrying along by using double count for both, half the distance of amount of spin. If able to bring him to your throne, it counts the whole amount, or such part of the run and quarrel had between the two. If the attacked succeeds in getting away by landing on another king or combination piece, he can immediately return to his throne or that of another, but only counts after touching his own. The same in case he gets out from under quarling king before carried off from throne, must first touch or occupy debarred throne before resuming count.

Each player to have equal number of turns; not to be mistaken however for shake or spins, as highest amount of die or figure card entitles to another. Should result of game be a tie, extra run and quarrel is had. Paper and pencil may be used when unable to keep account in mind.

PARTNERSHIP GAMES.

IN FOUR-HANDED, position same as in single, territories together shape an X.

IN EIGHT HANDED FOUR PLAYERS TO A SIDE, position is similar to single, together occupying territories in shape an X.

IN EIGHT-HANDED TWO PLAYERS TO A SIDE, positions same as in single, together having a territory.

"THE AROUNDABOUTS" ON WEB.



IN TWO AND FOUR-HANDED SINGLE AND FOUR-HANDED PARTNERS' number of *spider entries* may be one, two, three or four. The thrones or starting points of rounds are as follows; star circle, figure 10, 20, and 30. Decide on number of entry to be played, first regular shake or spin, (highest number spun or spots shook); also, on number of rounds to game.

Place game board in same position and make circuits (called rounds) from thrones around the board in same manner as kings in the game "Odds and Ends". Using even to advance and odd (adding one) to retreat; if unable to use all to advantage, then use in part or all to disadvantage. Full amount must when possible be used, otherwise turn is lost.

While making the rounds, coming in contact by landing on top of antagonist's spider off from throne, gives latter a set-back to nearest throne. Landing on top of spider on a throne holds former until relieved of his burden. If no number of rounds were previously agreed on, it is ten to the game.

If a lengthier game is desired, instead of getting a set-back when off from throne, from antagonist's spider, a "dot" fine is imposed, which makes null and void one-half of an already or to be earned stroke.

Keep count of rounds, by making a parallel pencil stroke for each, and crossing with fifth through center. When a fine is imposed put a dot on end of stroke two dots make stroke null entirely before or after it is earned.

IN EIGHT-HANDED SINGLE, each player may as agreed have one or two entries, star circle or home; star circle and 10, or 20 and 30,

IN TWELVE AND SIXTEEN-HANDED, each plays a single spider Subject to above instructions.

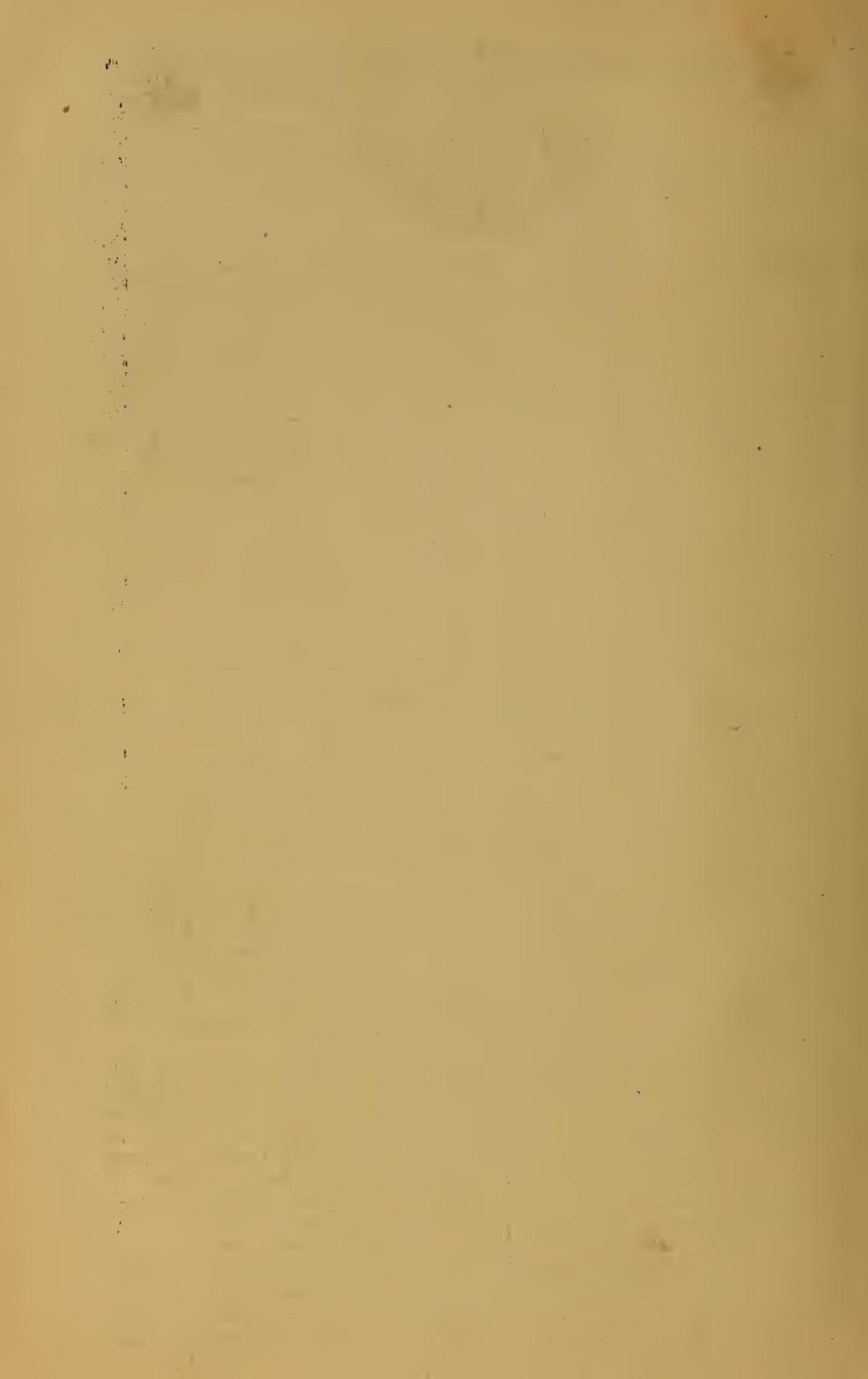
A spider off from throne at end of game is fined two points. Forcing and backing must not be beyond starting point throne, and be within the circuit given to kings in game "Odds and Ends".

PARTNERSHIP GAMES.

IN EIGHT AND SIXTEEN-HANDED, partners occupy thrones in territories shaping an X. In former one player has spider on each 30 and 20 figures, the other on star circle and figure 10. In latter game, each player a spider and throne within the territories.

IN TWELVE-HANDED, THREE OR SIX PLAYERS TO A SIDE. In former partners to a territory occupying star circle, figure 30 and 20 or 30. In latter same position other three players of side are directly across.

Partners not obliged to subject one another to a fine or set-back, and when unable to use amount of spin or shake moving their own, may move part or all on partners' spider. Full amount must be used as in single handed.



THE ☺ SPIDERS.



Hunting spiders running about, but
Continually in vicinity of abode,
In quest of prey with intend to slay,
But welcome little flies to stay.
In woven tubes and fissures hidden,
Nothing seems at all forbidden,
In fact on Web all flies are smitten
'Til like lightn'g from spider stricken.
On he'd leaped with marvelous speed,
Suspended on a thread ; he seized.

Wandering spiders throw out threads
Unbeknown to entruding flies,
No permanent place to reside; are
Stinting progress of flies, jump on and
Bite at opportunity, on first sight.
They do not weave a regular Web
But stretch out lines for deception,
With running power to side or back,
Ready for advantage, with a snap
To kill the fly or ensnarl in Web.

Prowling spiders having their nests
But not contended never at rest,
Prowling about in neighborhood
Or in the threads by them were put,
To deceive the fly in its look ;
Entering innocently in its spread,
Of ensnarling spiders' cobweb,
Then boldly rushing on its prey,
And taking its life entirely away.
Three times more, on others repeats
And its work for the time, completes,

Sedentary spiders those of a tribe
Motionless until fly within sight.
Majority of mankind very well knows
Common weaver everywhere home
Spinning large Webs here and there,
Lying 'wait for prey at middle or side.
Employing their Webs in order to catch,
While others depend on leap&strength
Others for habitation home have spun,
Still others from holes & crevices run;
Fly captured in Web is certainly done.

Now from the various spider threads,
Modes, habits of spider, and his Web,
Thoughtful lessons can be reaped,
Learning snarls, law of money-sharks,
Sharpers advantages, inhuman hearts,
Cares not what sufferings he imparts,
Extracting moneys or their values,
Illgotten gains to them all the same
Through their unjust, urlawful art
When they can quench the law, and
In fraud and trickery are smart.
With a jibing body, wagging tongue
Look for approval, what they've done.

Sedentary spiders all are they,
Carefully watching approach or entry,
Encouraging flies to only venture
Into web, and by that indenture
Seal their claim to a beautiful home,
To occupy in Web by flies alone.
Spiders with their sudden maneuvers,
Onward rush, surprising troopers,
With their poisonous biting weapons,
Kill the fly and with Web seal verdict.
Then spiders again rule supreme.

Well, kind reader, this writing will do
Otherwise I'll be likely to mislead you
The games on "Web" will certainly do
More toward happiness, amusement,
Fun, pleasure, comford, entertainment,
Pass leisure time, keep company
With friends and save money for you ;
Than anything ever offered, or
Bought for so nominal a sum by you.
Getting very latest, market affords,
A Web game and learning fine cords,
Imagine a picture, business world,
Avoid, like author has been, ensnarled.
"WEB".



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